```
ivtsgi5% tar xvf
/hosts/zeus/usr/irisu/jal/work/Volume/Appls/ChunkView/Save/CookiePatch/Save/save0.ta
r
x CookieMgr.c++, 23912 bytes, 47 blocks
x CookieMgrCurve.c++, 11122 bytes, 22 blocks
x CookiePlane.c++, 14297 bytes, 28 blocks
x CookieState.c++, 2092 bytes, 5 blocks
x CubicBezierCurve.c++, 18772 bytes, 37 blocks
x CubicBezierPatch.c++, 14652 bytes, 29 blocks
x CookieMgr.h, 3922 bytes, 8 blocks
x CookiePlane.h, 2815 bytes, 6 blocks
x CookieState.h, 1157 bytes, 3 blocks
x CubicBezierCurve.h, 3544 bytes, 7 blocks
x CubicBezierPatch.h, 1833 bytes, 4 blocks
ivtsgi5% ls -l
total 224
-rw-r-----   1 jal      gpdev       23912    CookieMgr.c++
-rw-r-----   1 jal      gpdev        3922    CookieMgr.h
-rw-r--r--   1 jal      gpdev       11122    CookieMgrCurve.c++
-rw-r-----   1 jal      gpdev       14297    CookiePlane.c++
-rw-r-----   1 jal      gpdev        2815    CookiePlane.h
-rw-r-----   1 jal      gpdev        2092    CookieState.c++
-rw-r-----   1 jal      gpdev        1157    CookieState.h
-rw-r--r--   1 jal      gpdev       18772    CubicBezierCurve.c++
-rw-r--r--   1 jal      gpdev        3544    CubicBezierCurve.h
-rw-r--r--   1 jal      gpdev       14652    CubicBezierPatch.c++
-rw-r--r--   1 jal      gpdev        1833    CubicBezierPatch.h
//     -*- C++ -*-
//-------------------------------------------------------------------
//     (c) Copyright 1997,1998,1999,2000 Magic Earth Inc. - All Rights Reserved.
//            Proprietary Information of Magic Earth Inc.
//-------------------------------------------------------------------
// Name:        CubicBezierCurve.c++        cubic Bezier curve class
//
// Description:
//     This code supports the Bezier curve operations in the Cookie
//     Manager class. These include operations to manipulate the control
//     points, and subdivision operations.
//
// Author:
//     Jack Lees,       Magic Earth
//
// Traceability:
//                      initial release
//-------------------------------------------------------------------//
Description:
//     Constructor.
//
//-------------------------------------------------------------------//
Description:
//     Destructor.
//
//-------------------------------------------------------------------
// Description:
//     Deletes a segment of the curve
//
//-------------------------------------------------------------------
// Description:
//     Deletes the curve
//
//-------------------------------------------------------------------
// Description:
```

```
//      Inserts a new marker after the current marker and adjusts the planes.
//
//--------------------------------------------------------------------
// Description:
//      add control point(s)
//
//--------------------------------------------------------------------
// Description:
//      add vertices
//
//--------------------------------------------------------------------
// Description:
//      insert vertices
//
//--------------------------------------------------------------------
// Description:
//      figure out control point positions
//
//--------------------------------------------------------------------
// Description:
//      update the control points
//
//--------------------------------------------------------------------
// Description:
//      update the control points
//
//--------------------------------------------------------------------
// Description:
//      Implements the subdivision algorithm.
//
//--------------------------------------------------------------------
// Description:
//      Rebuilds list of connecting lines based on the current list of vertices.
//      Locks a private copy of the GeoSet so it is MP-safe to realloc the list
//      of line coordinates.  List size is doubled as needed.  Note, the number
//      of lines is equal to the number of vertices-1.  The number of coords is
//      equal to the number of lines*2.
//
//--------------------------------------------------------------------
// Description:
//      Loads the initial components of the CubicBezierCurve scene graph.
//      Creates the fluxed GeoSets for the curve segments.
//--------------------------------------------------------------------
// Description:
//      Callback creates a fluxed GeoSet for the line segments.  Will be called
//      multiple times when runing in MP mode.  Initializes the line attributes,
//      allocates initial space for the coords and color.
//
//--------------------------------------------------------------------//
Description:
//      Update the curves with the given relative translation.
//
//    -*- C++ -*-
//--------------------------------------------------------------------
//    (c) Copyright 1997,1998,1999,2000 Magic Earth Inc. - All Rights Reserved.
//            Proprietary Information of Magic Earth Inc.
//--------------------------------------------------------------------
// Name:        CubicBezierCurve.h        cookie cutter manager class
//
// Description:
//      Generate cubic spline curves
//
// Author:
```

```
                                    EZFaultCode
//          Jack Lees, Magic Earth
//
// Traceablility:
//                     initial release
//
//    -*- C++ -*-
//-----------------------------------------------------------------
//    (c) Copyright 2000 Magic Earth Inc. - All Rights Reserved.
//          Proprietary Information of Magic Earth Inc.
//-----------------------------------------------------------------
// Name:       CubicBezierPatch.c++      cubic Bezier patch class
//
// Description:
//       This code supports the Bezier patch operations in the Cookie
//       Manager class. These include operations to manipulate the control
//       points, and subdivision operations.
//
// Author:
//       Jack Lees,      Magic Earth
//
// Traceablility:
//                     initial release
//
//-----------------------------------------------------------------
// Description:
//       constructor
//
//-----------------------------------------------------------------
// Description:
//       constructor
//
//-----------------------------------------------------------------
// Description:
//       add control point(s)
//
//-----------------------------------------------------------------
// Description:
//       update the control points
//
//-----------------------------------------------------------------
// Description:
//       update vertices on current face.
//
//-----------------------------------------------------------------
// Description:
//       update vertices on current face.
//
//-----------------------------------------------------------------
// Description:
//       initialize
//
//-----------------------------------------------------------------
// Description:
//       Loads the initial components of the CubicBezierPatch scene graph.
//       Creates the fluxed GeoSets for the curve segments.
//
//-----------------------------------------------------------------
// Description:
//       Callback creates a fluxed GeoSet for the line segments.  Will be called
//       multiple times when runing in MP mode.  Initializes the line attributes,
//       allocates initial space for the coords and color.
//
//-----------------------------------------------------------------
```

```
//  Description:
//      Rebuilds list of quads based on the lists _bezierCurveUList,
//      _bezierCurveVList. Locks a private copy of the GeoSet so it
//      is MP-safe to realloc the list line coordinates. List size
//      is doubled as needed.
//
//-----------------------------------------------------------------------
//  Description:
//      Update the curves with the given relative translation.
//
//-----------------------------------------------------------------------
//  Description:
//      add U curves at control point(s)
//
//-----------------------------------------------------------------------
//  Description:
//      Update the depth vector. Called when probe resized.
//
//   -*- C++ -*-
//-----------------------------------------------------------------------
//   (c) Copyright 1997,1998,1999,2000 Magic Earth Inc. - All Rights Reserved.
//         Proprietary Information of Magic Earth Inc.
//-----------------------------------------------------------------------
//  Name:       CubicBezierPatch.h        cubic Bezier patch class
//
//  Description:
//      Generate bicubic patches
//
//  Author:
//      Jack Lees, Magic Earth
//
//  Traceability:
//                      initial release
//
```